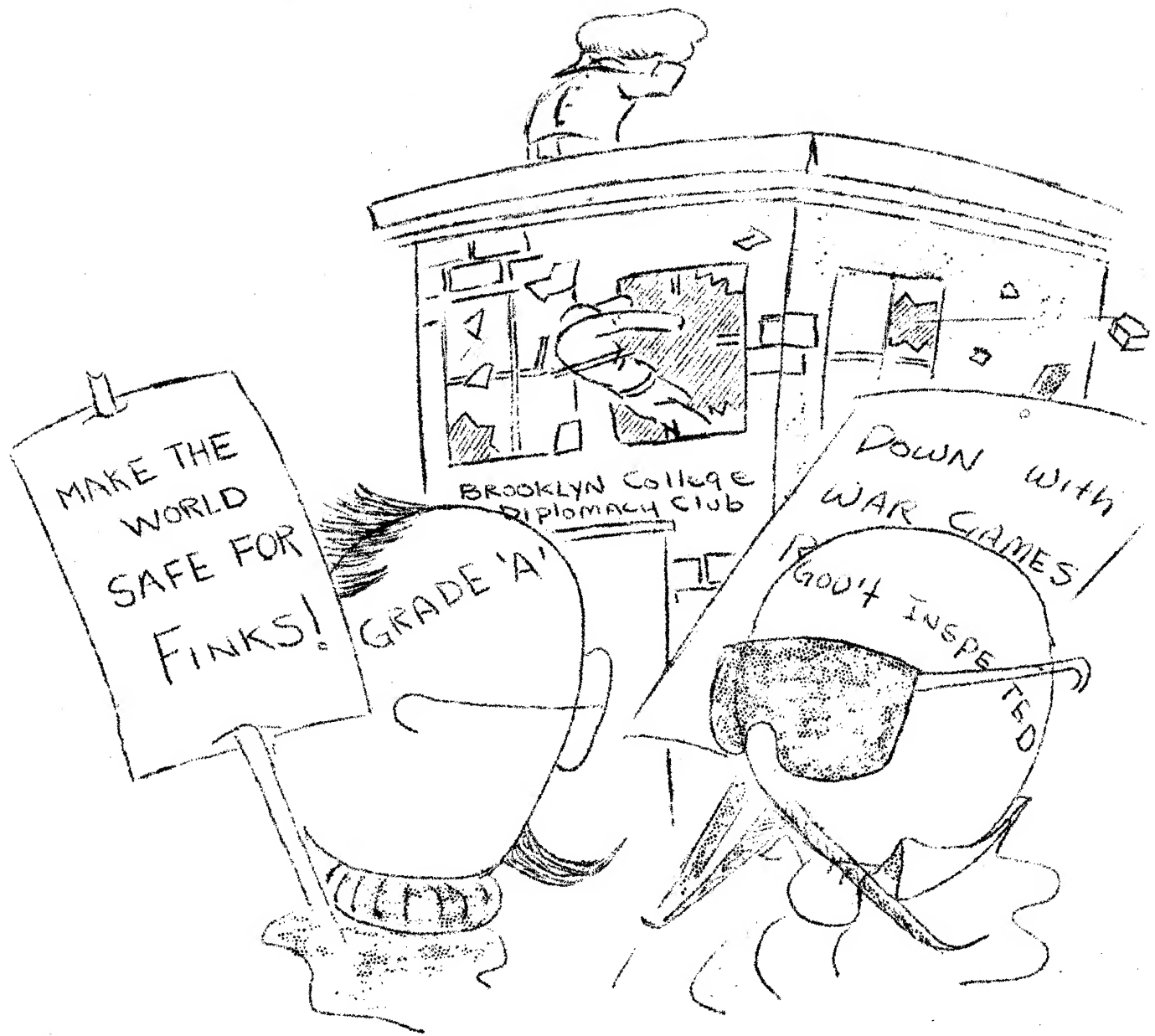


STAB 10



"Where's our
Leader?"

"John? Oh, he can't
go today... he's got
to dominate the
world, or something?"

STABBINGS

GAMESMASTER

IN THIS ISSUE

John Koning
318 So. Belle Vista
Youngstown, Ohio
44509

Trantor I (1964D) - Winter 1911
Trantor II (1965U) - Spring 1903
Massif I (1965E) - Fall 1907
Massif II (1966?) - Winter 1900

Phone: 216 799-2141

NEXT ISSUE DEADLINE: 2 April 1966

sTab is the religiously bi-weekly (Believe and it shall appear unto you!) Diplomacy journal of the YUDC, currently chronicling four games chock full of spine-tingling moves, uproarious press releases, and editorial apologies. Seek and ye shall find.

Subscriptions are, as usual, 10 for \$1.00. There will not be a new game starting for about six months, but there are numerous openings in magazines that -- space permitting -- will be listed toward the end of this issue.

Cover this issue is by John Smythe, our prodigal Art Editor and Patron (not to be confused with Patron Saint, who is Niccolo Machiavelle).

TRANTOR

#35/SVG #35

"Winter 1911, Game I"

26 March 1966

P O W E R S C O N T I N U E T O A R M

FRENCH RELAPSE INTO CHAOS

ENGLAND: Builds Fleet London
FRANCE: No moves received --- Gamesmaster removes F No. Africa
ITALY: Builds Army Venice
AUSTRIA: Builds Army Trieste
TURKEY: Builds Fleet Smyrna

The French Government has evidently lapsed back into civil disorder, so the Gamesmaster has removed the Fleet North Africa as the piece furthest from a French supply center. France has one remaining Piece: the Army Paris. That's only right, I guess.

DEADLINE FOR "SPRING 1912" ORDERS IS SATURDAY, 9 APRIL 1966!

RIGA (24 December 1911) My last despatch was filed from St. Petersburg, just before my little difficulty with the Turkish occupation authorities. They raided my hotel room and found copies of despatches I had filed during the brief English occupation of Russia's capital. Concluding from my description of

the English entry into that city that I was an English agent, they ordered me to be detained as a spy.

After three weeks in jail, I was suddenly released without explanation, and sent to Riga in the custody of a very junior lieutenant who spoke neither English, French, nor German. The mystery was not cleared up until our carriage arrived in Riga, in the Austro-Hungarian zone of occupation and I was met by my old acquaintance Col. von Breschau, titular Grand Duke of Noumaria.

"It's been a long time, Mr. Water," he greeted me as he dismissed my escort. "The last time I saw you, the Turks were our enemies, and they had just sacked my chateau at Breschau. But I have since been handsomely compensated by the new Turkish administration -- indeed, the Kaiser very kindly made this one of the terms of the alliance."

The Grand Duke expressed high hopes for the immediate future of the alliance among Austria-Hungary, Turkey, and Italy. "It was, let us admit, not the most highly principled of ententes. Our common purpose was solely to keep the English from sweeping the coasts of Europe. Once the English threat is eliminated..."

His Highness left the words unsaid, but a glance at a military map in Austro-Hungarian occupation headquarters told all the rest. Italy possesses the capital of Turkey, whose supply centers are scattered from Smyrna to Berlin with little possibilities of support among them. Austro-Hungarian fleets patrol the coasts of Italy, and are capable of descending upon them in a single season. Once the English threat is reduced, the Alliance of Desperation -- as officers are calling it here -- will be of short duration.

-- James Branch Water

Lichfield Times-Despatch

- - - - - "Spring 1903, Game II" - - - - -

EVERYONE INVADES AUSTRIA

THOUSANDS MASSACRED, FLEET SUNK

ENGLAND: A Lon-Nor; F N.S. (C) A Lon-Nor; F Eng (S) F N.S.; A Fin (McCallum) (S) A Lon-Nor; F Swe (S) A Lon-Nor

FRANCE: A Gas (S) A Par-Bur; A Par-Bur; A Pic (S) A Bel; A Bel (Reinsel) (S) A Par-Bur; F Por-Spa (SC); F Mar-Pied

GERMANY: A Den-hold; F Helg-N.S.; F Hol (S) F Helg-N.S.; A Ruhr-Bur; A Mun (S) A Ruhr-Bur

ITALY: A Tyr-Tri; A Pied-Mar; F Adr (S) A Tyr-Tri; F Ion (S) (Root) TURKISH F Aeg-Gre

AUSTRIA: A Vie-Tri; A Alb (S) A Vie-Tri; A Ser (S) A Vie-Tri; (Nelson) F Gre-Ion

RUSSIA: F StP-Nor; F Both-Swe; A Rum (S) TURK A Bud-Ser; A Boh- (Boardman) Vie; A Gal (S) A Boh-Vie

TURKEY: F Aeg (C) A Smy-Gre; F Con (S) A Bul; A Smy-Gre; A Bul (Smythne) (S) A Smy-Gre; A Bud-Ser

Underlined moves do not succeed. The Austrian Army Serbia and Fleet Greece are both routed and destroyed, having no available retreats. The Austrian Army Vienna retreats to Budapest, the only open province around it. Addenda: in the last issue we erroneously reported that Turkey had built a Fleet Smyrna when in actuality the build was an Army Smyrna. We discussed this by phone with the only player affected by this change, and finding that it did not measurably change the results of the "Spring 1903" moves, printed them as received. It is probable that, had this mistake not been made, Italy would have supported the Army Smyrna rather than the Fleet Aegean into Greece, but as this move succeeded without the Italian support, Jock Root was not contacted. Sorry... we're just accident prone, I guess.

DEADLINE FOR "FALL 1903" ORDERS IS SATURDAY, 2 APRIL 1966!

ST. IVANSBURG (14 February 1903) Russia has seen so many changes of government in the two years of the war that today's gunfire at the Winter Palace was little noticed by the populace. A few curiosity-seekers gathered in the squares to hear the proclamation of yet another Tsar of All the Russias. But the proclamation that was delivered, by shabby militiamen in no recognizable uniform, was quite different from the others to which the public places of this city have echoed since the accessions of Ivan VII, Ivan VIII, Alexander IV, Ivan IX, and the other would-be Tsars.

"The Provisional Committee for the Revolutionary Government," proclaimed a Latvian mercenary on the Shuisky Prospekt, "hereby announces the end of Tsardom. Henceforth Russia is a constitutional democratic socialist republic. At 10:30 this morning the incumbent emperor, a giggling voluptuary who has reigned for six days under the title of Pavel II, was deposed and shot by the Provisional Committee. Patriarch Capon, who has maintained his office under all previous changes of government, was forcibly initiated into the Skoptsy sect and sent to the monastery of St. Ivan Yurovdivi in Magadan.

"All Russian citizens presently immured at St. Ivan Yurovdivi will be liberated, and may return to St. Petersburg or Moscow if they wish. It will be a capital offense to furnish them with transportation, but no barrier will be put in their way if they wish to walk back. All foreigners who have been sent to this monastery will be repatriated by the Revolutionary Government."

The Provisional Government further decreed that all officers of the Second Fleet who had been instrumental in surrendering that fleet to the Turks last spring will be shot. An investigation is promised into rumors that the Tsarist government arranged with the Sublime Porte for the surrender of the fleet, as part of a plot to return Crimea to the Ottoman Empire.

The new government also promised a vigorous prosecution of the war against Austria-Hungary. In a statement of strong pan-Slavic overtones the Committee promised to liberate the kindred Slavs of "that great prison of peoples, the so-called 'Holy' Habsburg Empire."

At present the members of the governing junta are not known by name. However, various rumors circulating around St. Ivansburg

attribute the chairmanship of the committee to a Social Democrat named Plekhanov. Other names connected with the new government are Chkhaidze, Lenin, Ussishkin, Stolypin, Pobodenostsev, Trotsky, and the Grand Duke Nikolai Nikolaievich. Foreign observers regard it as highly unlikely that these men could agree on anything, let alone the formation of a government.

The contradictory character of these rumors leave most Russians with the impression that more trouble is brewing. Among these left uncertain of the future was the staff of the German Embassy, which, prepared for any eventuality, has laid in a large stock of champagne and also ordered new wrought-iron shutters for its doors and windows.

CONSTANTINOPLE (DWE) Suleiman the Insignificant, Sultan of All, Inaudible Voice of Allah, Crooked Finger of Heaven, Grief of Baghdad and Plague of the Ottomans, Turkey's Bane, left today for Greece. Suleiman there hopes to find the end of the rainbow that was sighted this morning over the Aegean, and with the rainbow's end the attendant pot of gold. Suleiman has unsuccessfully pursued similar quests in Budapest, Bulgaria, and Serbia. It is commonly believed that he has no success this time he will permit no more rainbows to ornament the heavens over Turkey.

○ MASSIF ° 21 ○

GAME 1965E

"Fall 1907"

26 March 1966

LAST GERMAN ARMY DESTROYED THIRD GREAT POWER PASSES

ENGLAND: A Mos (S) A Liv-War; A Liv-War; A StP (S) A Mos; A Ruhr (Smythe) (S) FRENCH A Mun; A Hol-Kiel; A Kiel-Ber; A Lon-Nor; F Nor-Swe; F N.S. (C) A Lon-Nor; F Den-Helg; F Bal (S) A Kiel-Ber

FRANCE: A Pied-Tyr; A Mun (S) A Pied-Tyr; A Ven (S) A Pied-Tyr; (Root) A Rom (S) A Ven; F Ion-Adr; F Apu (S) F Ion-Adr; F Tun-Ion; F Nap (S) F Tun-Ion; F Gulf-Tyrr

GERMANY: No moves received; A Ber-hold (Schultz)

AUSTRIA: A War-Mos; A Prus-Liv; A Boh (S) A Tyr; A Tyr (S) F Adr- (Nelson) Ven; A Tri (S) F Adr-Ven; F Adr-Ven

TURKEY: No moves received; Fleets Albania, Aegean, East Med.; (MacKenzie) Armies Bulgaria, Galicia, Ukraine, and Sev--all hold

Underlined moves do not succeed. With the temporary (?) collapse of German civil government, the routed German Army Berlin is annihilated, thus removing the last German piece from the board (it would have been removed this Winter anyway). The Austrian Fleet

Adriatic is destroyed, since it has no available retreat. The Austrian Army Warsaw may retreat to either Prussia or Silesia. The Austrian player should submit his retreat -- if necessary -- along with his "Winter 1907" removal order.

 DEADLINE FOR "WINTER 1907" ORDERS IS SATURDAY, 9 APRIL 1966

BUILDS: (underlined centers are newly gained,
 crossed out are newly lost)

ENGLAND: Lon, Liv, Edi, Den, Swe, Nor, StP, Hol, Mos, Eol, Kiel,
Ber, War ((13)) Build TWO

FRANCE: Mar, Par, Bre, Spa, Por, Tun, Rom, Nap, Ven, Mun ((10))
 Build ONE

GERMANY: ~~Ber~~ ((0)) OUT

AUSTRIA: Tri, Vie, Bud, Ser, ~~Mun~~, ~~War~~ ((4)) Remove ONE

TURKEY: Ank, Smy, Con, Bul, Gre, Sev, Rum ((7)) No change

Note that in both Germany and Austria's case one less piece is to be removed than the number of centers lost, due of course to the annihilation of a German Army and an Austrian Fleet this Fall.

GAME 1966I

"Winter 1900"

26 March 1966

EUROPEAN WAR APPEARS IMMINENT

EUROPE TOTTERS ON BRINK AGAIN

GENEVA (DWE) Beautiful, romantic, turn-of-the-century, war-torn Europe, her majestic cathedrals and castles, her quaint villages and hamlets, her fertile countryside and azure lakes disturbed by nearly 50 simultaneous World Wars in the few years since the arch-fiend Calhamar unleashed his horrible "game" upon an unsuspecting populace, seems poised for yet another conflict. Even as I hastily scribble these words in my sheltered garret, arm-chair commandoes from San Diego to Scarborough are sharpening their pens for a new attempt at world domination. Present day military spenders in Washington, Moscow, and Peking pale to insignificance beside the handful (though an ever-growing handful) of gamemasters that maintain nearly 1700 complete armies and fleets on the playing-fields -- as it were -- of Europe.

The effect of Diplomacy on social habits and customs alone is frightening. Friendships that have survived the trials of scholastic competition, pecuniary hardship, and Asian flu fall before the corrupting influence of world power. Men flee their homes, change occupations and names, join the service when a sudden reversal in the Balkans destroys their dreams. Insults are shouted, blows exchanged, and rides taken out of town on rails when stabs are discovered. John Smythe buys another truckload of bricks, for "self-defense," he claims, when by an unhappy coincidence Granstark and Wild In Woolly arrive in Youngstown on the same day.

"Oh, where will it end?" the fearful shriek, and the answer is, unfortunately, "Nowhere."

BUT TO SEE HOW ANOTHER ONE BEGINS, PLEASE TURN THE PAGE -----

COUNTRY:	PLAYER:	PHONE & HOURS:
ENGLAND	Steve Cartier 224 So. Lincoln Spokane, Washington 99204	NONE
FRANCE	Roland Tzudiker 310 Garrison Street Denver, Colorado 80226	237-0191 ... after 5 pm week- days (best 6-7 pm); other times possibly
GERMANY	Robert Lake 66 Colonial Avenue Scarborough, Ontario Canada	261-4909 ... after 5 pm on Mon; after 10:30 pm Tues-Fri; very seldom around Sat. or Sun.
ITALY	Charles Wells 3678 Lindholm Road Cleveland, Ohio	NO INFORMATION
AUSTRIA	Conrad F. von Metzke P.O. Box 192 Jamul, California 92035	714 262-9241 ... Tues. evening, or any other weeknight after 9 pm; Sat. & Sun. evening at 714 422-8974, usually
RUSSIA	James Goldman c/o Labyrinth East 29 Belmont Ave., Apt #2 Paterson, New Jersey	AR8-4324 ... Tues. or Wed. are best, but since Jim works a rotating shift nothing is certain; take your chances
TURKEY	Ken Davidson "A Qtrs.," S.E.S. Ralston, Alberta Canada	NO INFORMATION

ALTERNATE PLAYER: James Latimer
4011 Silver Hill Road
Washington, D.C. 20023

A WORD ABOUT RULES I assume that most players in this game are familiar with the Graustark-sTab versions of mail Diplomacy (if not, Graustark #55, still available from John Boardman, 592 16th St., Brooklyn, N.Y., 11218, gives the rules in the form I usually refer to when in doubt). I cite here a few pertinent deviations from rulebook play, and possibly from Boardman's rules, to prevent any future misunderstandings.

1) Rules may be made by telephone, telegraph, courier, etc., although written moves delivered by mail are preferred. There is no reason why you cannot revise your moves any time up to the deadline. In the case of a player submitting several sets of moves, those received closest to the deadline (bearing the latest postmark in the case of two sets of mailed moves) will be accepted. It would help if you would note, on any set of revised moves, that they are revisions.

DEADLINE FOR "SPRING 1901" MOVES IS SATURDAY, APRIL 23, 1966

2) A player who does not send in his moves during the required period (misses the deadline) creates a situation in which civil government has collapsed in his country (as is the case with Germany and Turkey in Massif I in this issue, and with France in Trantor I). Such collapses will last only during the move or moves in which this player does not participate, and does not affect his right to make subsequent moves. During such collapse, however, the rules on page 6 of the Diplomacy rulebook governing such situations prevail. If a player does not send in a "Spring" or "Fall" move, any of his units which are dislodged are annihilated. If he fails to send in a retreat order, the unit which would have retreated is annihilated. If he fails to send in an establishment, he may establish no new units until the next "Winter." If he fails to send in a removal, his units are removed by the Gamesmaster in accordance with the Diplomacy rulebook.

3) If two or more players submit moves in the same envelope, each player's moves must be on a separate slip of paper, and each must be signed by the player making the moves.

4) The Graustark-originated alternate player system is here in effect, with James Latimer as the alternate. If any player fails to submit a set of moves on time, the Gamesmaster will ask the Alternate to submit moves for the country concerned for the time period following this collapse (i.e., the alternate would submit "Fall 1903" moves for Italy if Charles Wells had failed to send in "Spring 1903" moves). If the original player sends in moves on the next turn, the Alternate's moves will be discarded, and play will continue as usual. If the delinquent player, however, misses moves twice in a row, the Alternate's moves will be used in their place and the Alternate will take over for the delinquent player. The original player will hereafter be out of the game, although he will continue to receive sTab.

5) The so-called "Koning Rule" is here in effect (so, what did you expect?). This rule apparently contradicts a literal reading of the Rulebook ruling on standoffs in one particular instance: A piece unsuccessfully trying to enter a province does not prevent an opposing piece from entering that province when it is itself thrown back by a piece coming out of that province. (i.e., English A Nor-StP does not prevent Russian A Mos-StP, when coupled with a successful A StP-Nor, A Fin (S) A StP-Nor).

6) Deadlines will almost without exception fall on Saturday. Moves will be accepted by phone up to midnight of the deadline date. When phoning in orders, however, remember that I am often not at home, so be prepared to dictate a message to my parents, or whoever answers.

7) I will, as usual, accept a deposit of \$1 from any player, and call him if his moves have not arrived by deadline time. This system has several times saved players whose moves were delayed in transit, or who had forgotten the deadline, from collapsing civilly. I will also accept your permission to call you collect if you don't care to go to the trouble to send a deposit (that saves me bookwork also).

8) Do not attempt to deceive the Gamesmaster as to your identity, or the Gamesmaster will do bad things to you.

DIPLOMACY MAGAZINES (TO MY KNOWLEDGE) WITH GAME OPENINGS INCLUDE:

MARSOVIA:	Robert J. Ward 5716 'J' Street Sacramento, California 95819	Game fees are \$3 per game. Bob offers as an alternate solution three contests (the one is open only to Smythe and me). Looks good. Subs: 10/5
VANDY II	Earl A. Thompson Apt. #2 128 S. Mariposa Los Angeles, Calif. 90004	Game fee is \$2.50, but the game may be by invitation only, so inquire first. Good duplication, could be a fine magazine.
WIND 'N WOOLY	Charles G. Brannan 224 South Lincoln Spokane, Washington 99204	Two plans for games fees: A-\$5 for the first game, \$1 for each additional B-\$1 every other year. But, everybody knows about WnW... hurry, join in more games.

There are undoubtedly more games opening up, in a variety of magazines. For a more (much more) complete directory of Diplomacy publications, get The Gamesman, 4/\$1, from Donald L. Miller, 12315 Judson Road, Wheaton, Md. 20906.

Another Scarborough-YUDC game should see print next issue.

FROM:

John Koning
318 So. Belle Vista
Youngstown, Ohio
44509

VIA AIR MAIL

